

GAME BOY ADVANCE

AGB-AESE-USA

ELKS VS SEVER



INSTRUCTION BOOKLET



bam!
entertainment

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

! WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



TEEN
VIOLENCE

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

ECMS VS SEVER

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GETTING STARTED

1. Turn OFF the power switch on your Nintendo® Game Boy Advance.
Never insert or remove a Game Pak when the power is on.
2. Insert the Ecks vs. Sever Game Pak into the slot on the Game Boy Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The Language Select screen will appear (if this does not happen, begin again at step 1).
4. Choose your desired language.
5. When the title screen appears, press START to proceed to the Main Menu.

CONTROLS

MENU NAVIGATION

Control Pad	Highlight menu selections
A Button	Confirm Selection
B Button	Return to previous menu

GAME CONTROLS

L Button
Strafe Left/Zoom
out while using
sniper rifle

L & R Button
Crouch

R Button
Strafe Right/Zoom
in while using
sniper rifle

Control Pad
Move Player
forward/
backward/
rotate left/right

START
Pause the game

SELECT
Cycle Weapons



A Button
Fire Weapon/Select
sniper mode

B Button
Action
(Open doors etc.)

LANGUAGE SELECT

Press ▲ or ▼ to highlight your chosen language.
Then press the **A** Button to select.



MAIN MENU

Press **START** to enter the Main Menu. Game modes and options can be accessed from the Main Menu.



SINGLE PLAYER MODE

Choose to play as either Ecks or Sever and then fight for survival in a world of Government conspiracy, high impact weaponry and non-stop action. Do you have what it takes to survive the full force of a Government who is trying to stop you at all costs? Will you learn the truth?

MULTIPLAYER MODE

This is where the real mayhem ensues. Combat against living, breathing opponents as you fight for survival in 2-4 multiplayer action. Stay alive in all against all 'Death Match', build a destructive bomb in 'Bomb Kit' and skilfully take out enemy targets in 'Assassination'. Will you be the victor?

OPTIONS

Customise the game settings.

CONTROLS.....VIEW BASIC CONTROLS

CROSSHAIR.....ON/OFF

Turn cross hair ON or OFF. Default setting is ON.

MUSIC.....ON/OFF

Turn in game music ON or OFF. Default setting is ON.

SFX.....ON/OFF

Turn in game sound effects ON or OFF. Default setting is ON.

CONTRAST.....1-10 (low-high)

Increase or decrease contrast settings.



PLAYING A SINGLE PLAYER GAME

CHARACTER SELECT

The story and mission objectives within 'Ecks vs Sever' are determined by which character you play the game as. Will you play as the arrogant and disobedient FBI Agent Jonathan Ecks, or the beautiful, yet deadly NSA Operative Sever? Both search for a truth denied to them, will you succeed against a Government poised to destroy you.



JOHNATHAN ECKS

Ecks was born in Massachusetts, South Boston, USA. He studied Criminology and Philosophy at Harvard at the age of eighteen. Attained his Ph.D in Criminology and Law from Columbia at twenty-one. He joined the Federal Bureau of Investigation (FBI), where he studied Behavioural Sciences and trained at Special Weapons and Tactics (SWAT).



Within his first year at the Bureau he cleared two of the FBI's 'Ten Most Wanted' list. He received Special Director's Citations and Commendations during his first three years. Known for his over zealous tactics and blatant disregard for authority, he left the FBI on 'medical leave' just after discovering his wife and son were killed in a car bombing.

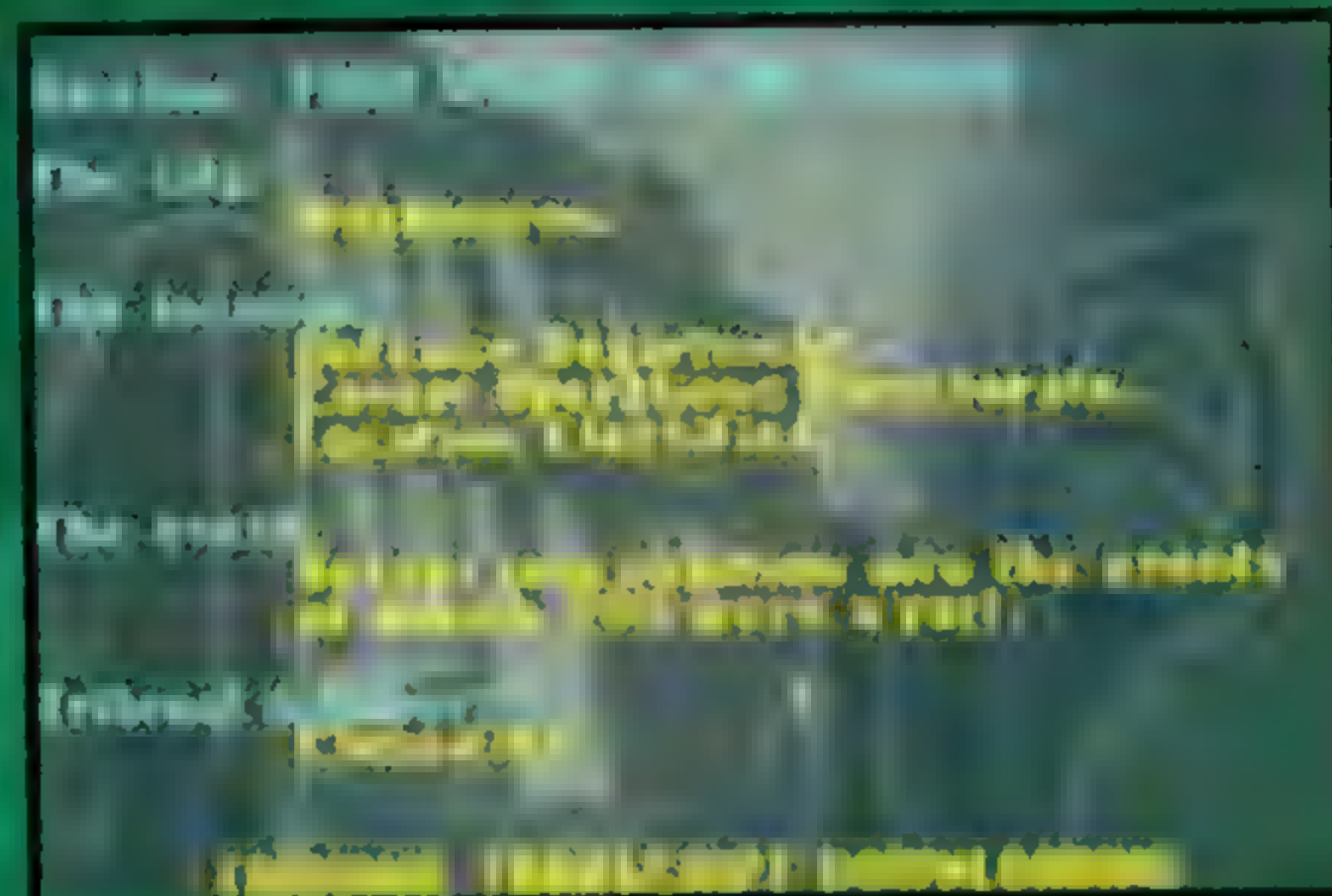
SEVER

Taken in by the National Security Agency (NSA) as an orphaned child, she was weaned on violence. Her training involved assassination and counter terrorism. She is an elite tactical operative, 'Werewolf' grade. She is a stunning young woman who's striking femininity and head-turning good looks mask a far more sinister, cold, calculating and often deadly nature.



MISSION BRIEFING

As you are being debriefed on recent events, you recall the various parameters of your missions. Take note of your objectives and learn more about the external powers that are controlling your destiny.



THE GAME SCREEN

As you move around the world of 'Ecks vs. Sever', dealing out death and destruction, take note of the important information displayed on the game screen.

Health

This is your current level of health. Starting at full health (100), you will lose health as you receive damage from adversaries. Once you hit 0, you're dead!

Time (Multiplayer Only)

From those missions against the clock, time is of the essence.

Armor

Collecting 'Body Armor' will offer you a level of protection from the onslaught. Once your armor is depleted, further hits take your health away.



Bullets/Clips

This displays the number of bullets in your current clip and the number of clips remaining.

PAUSING THE GAME

Press **START** at any time to pause the game and access the following options.

CANCEL – Return to the action.

QUIT – Quit the game and return to the Main Menu.

PASSWORD ENTRY

After completing each level, you'll receive a password. Use the password when re-entering the game to continue from the level where you left off. Access the Password Entry Screen from the Main Menu. When your password is complete and it has been accepted, you'll be transported to the correct level.

PLAYING A MULTIPLAYER GAME

To fight against the game AI is one thing. To fight against a live human opponent is another. This is the section that separates the raw recruits from the seasoned deep cover agents. 'Ecks vs. Sever' offer's you three styles of Multiplayer action. In all games, 2-4 players can participate.



2-4 PLAYER - DEATHMATCH

Objective: This is the standard multiplayer death-match game for 2 - 4 players. Four levels are available, with a selection of weaponry at your disposal. Overall victory is the first player to reach 'X' number of frags or in timed death-match, the player to amass the highest number of kills before the clock expires.



2-4 PLAYER - BOMB KIT

Objective: Each player must locate three sections of a bomb: explosive, detonator and timer and then plant the bomb in the NSA mainframe computer. Each of the player's bomb components will be colour-coded and an indicator on the HUD will display which components the player and the other players competing in the same game have assembled. This will allow the players to decide to continue assembling their bomb or to locate and prevent any of the other players carrying a completed bomb from planting it in the mainframe. When assembled, the bomb is planted by pressing B Button in a given area, ending the game. BOOM!!!

2-4 PLAYER - ASSASSINATION

Objective: One player plays as either Ecks or Sever with the objective of assassinating a VIP (e.g. a top government official/high court trial witness) under the protection of the Government forces. The other player(s), choosing to play as either SWAT/FBI/NSA characters, must successfully protect the VIP by eliminating Ecks or Sever. The player playing as Ecks or Sever (assassin) will begin the level armed with only their personal pistol and the sniper rifle. The VIP will be located in a room with various points of access in the Hotel, including lines of sight from rooftops through open windows allowing strategic use of the sniper rifle by the assassin. The number of points of

access to the room for the assassin will increase according to the number of players playing as SWAT/FBI/NSA characters.

Please refer to MULTIPLAYER MODE SETUP

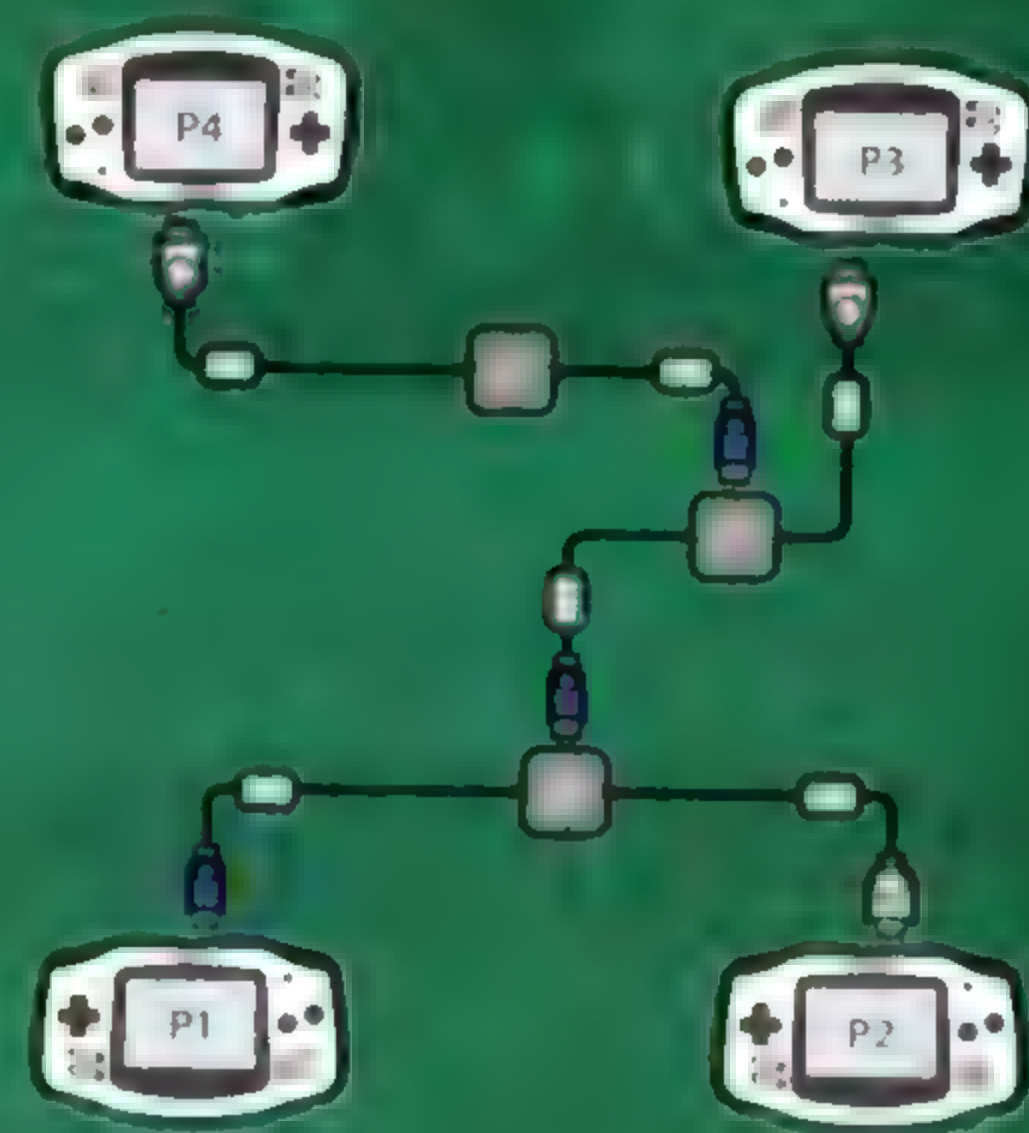
MULTIPLAYER MODE SETUP

HOW TO CONNECT THE CABLES

This is how to connect multiple Game Boy Advance systems, using the Game Boy Advance Game Link cable.

WHAT YOU NEED

- As many Game Boy Advance systems as there are players
- One copy of 'Ecks vs. Sever' per player
- Game Boy Advance Game Link cables
 - For two players: - One Cable
 - For three players: - Two Cables
 - For four players: - Three Cables



4-PLAYER GAME

HOW TO START THE GAME

1. Make sure the POWER switches are off on all of the units. Set the Game Paks in place.
 2. Connect the Game Boy Advance Game Link cables to each other and then to the exterior expander connector.
 3. Turn all POWER switches on.
 4. Select the MULTIPLAYER MODE from the Main Menu and WAIT 5 SECONDS. It takes at least 5 seconds for all of the linked Game Boy Advance systems to be recognised by each other.
- When there are multiple players, please do not connect systems or Game Link cables that are not in use.
 - IP is the player who is connected to the smaller plug. Please refer to the diagram when connecting the Game Link cable to the units (Pay attention to the size of the plugs).

TROUBLESHOOTING MULTIPLAYER GAMES

In the following cases, you may have difficulty controlling, or receive no signal through the Game Boy Advance Game Link cables.

- If you are using Game Link cables that were not designed to be used exclusively for the Game Boy Advance system (Game Link cables).
- If the Game Link cables are not connected securely into the receivers.
- If the Game Link cables were connected or disconnected while the systems were in communication.
- If the Game Link cables were connected to the system incorrectly.
- If you are using more than four system.

GAME FEATURES

WEAPONS

During your missions, a whole arsenal of weaponry is at your disposal. Get to know the strengths and weaknesses of each weapon and be sure to watch your ammo levels.

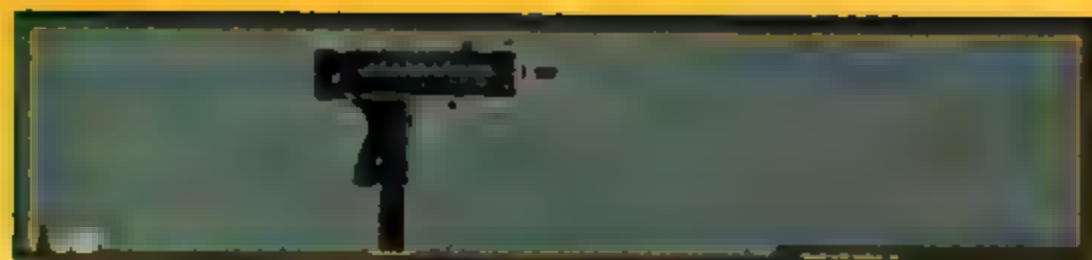
P230 – Sever Default Pistol

This is Sever's default weapon. Even when this gun has completely run out of ammunition it will still allow a single bullet to be fired but with a slower reload time.

.45 AUTOMATIC PISTOL – Ecks Default Pistol

This is Ecks's default weapon. Even when this gun has completely run out of ammunition it will still allow a single bullet to be fired but with a slower reload time.





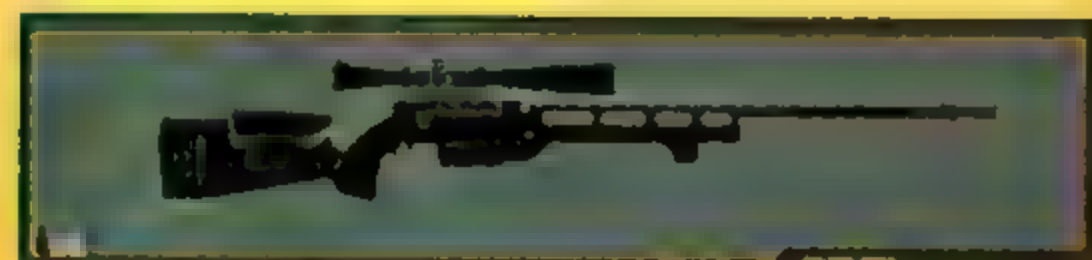
SUBMACHINE GUN

A compact and handy weapon that fires a 9mm Short cartridge. While its rapid fire is nice, its 9mm cartridge do not pack the punch of the M16a.



M16a RIFLE

The M16a features a larger barrel, larger and stronger fore-end and hand guard with carrying handle, an attached folding bipod and a forward assault handgrip. It is standard military issue in the United States and many other countries.



SNIPER RIFLE

This is a military and police sniping rifle derived from a successful target rifle. Press the **A** Button once to activate sniper mode. Use the Control Pad to line up your sights and the **L** & **R** buttons to zoom in and out. Once you're chosen target is in the centre of the cross hair, press the **A** Button once more to shoot. You cannot walk around whilst you are in this mode. Pressing the **B** Button at any time will return you to the normal game mode.





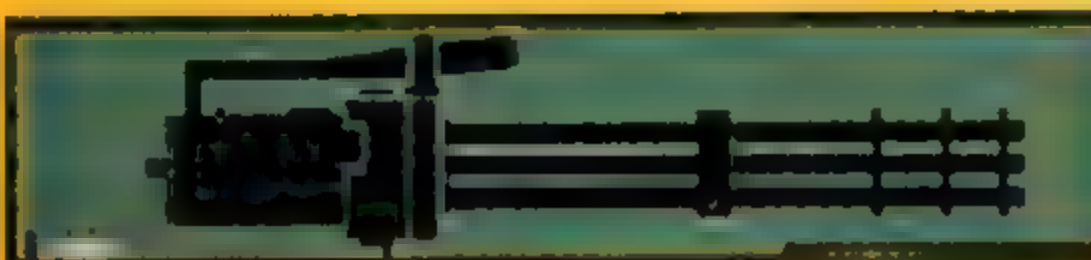
JACKHAMMER

The Jackhammer is a gas operated weapon is fed from a 10 round, pre-loaded cylindrical magazine and uses a method of cylinder. Used properly the Jackhammer packs quite a wallop.



GLI ASSAULT RIFLE

This revolutionary weapon uses entirely different principles to any other firearm and fires a special caseless cartridge, which is simply a block of explosive with a bullet buried inside it. It delivers a three round burst at a rate of 2000 rds/min and puts them all into the target.



MINI GUN

This multiple-barrel 'Gatling-type' machine gun is based on the 20mm Vulcan development, and was specifically designed for use in helicopters in Vietnam. Due to its demand for power and ammunition, its application is limited to helicopters or vehicle mounts, which provide the necessary space.



GRENAD LAUNCHER

With a break top action and ladder rear sight, the grenade launcher has a retractable shoulder stock and external hammer.



FRAGMENTATION GRENADE

The hand grenade will burst into numerous fragments when detonated. Each grenade is fitted with a fuse that activates the explosive charge.



PROXIMITY MINE

Proximity mines can kill or incapacitate their victims. They can be fused by pressure, wire, or command detonation and contain a blast, bounding fragmentation, or direct fragmentation warhead.

EQUIPMENT:

AMMO

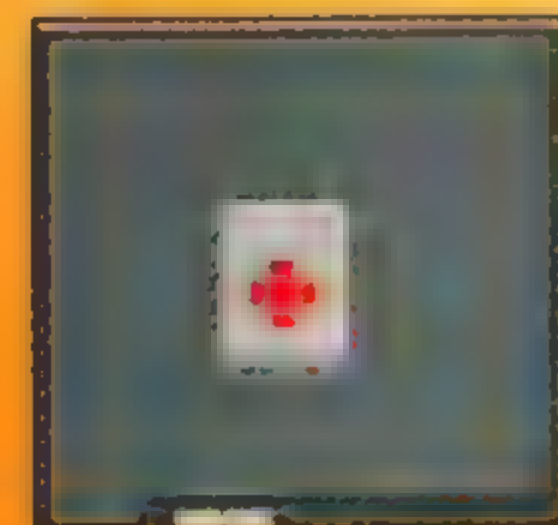
Ammunition for the various weapons you obtain can be found scattered throughout the buildings you are within. When you run short, these are a much-needed commodity.

BODY ARMOR

Body Armor will take the brunt of any hit or impact you receive while wearing it. Be aware that continual hits will lessen its effectiveness until eventually it becomes useless.

MEDI PACK

The Medi Pack will provide you with a short burst of health increase, just enough to get you out of a tricky situation until you have time to use a full health kit.





HEALTH KIT

Health Kits are able to give you a full boost of health. Take one of these and you won't have to call the doctor in the morning.



THERMAL ENHANCEMENT GOGGLES

In smoky, dark environments, Thermal Enhancement Goggles let you see the heat signatures of your hidden foe.



KEY CARDS

Finding key cards will gain you entrance to secure areas within buildings. Match the appropriate colored key to the door input terminal.

THE OPPOSITION

During your missions you will be opposed by the might of the Governments Law Enforcement Agencies and Covert Armed Forces.

SECURITY GUARDS

Weaponry: Small revolver
Armor: None

Security Guards are found patrolling the warehouses late at night. Lightly armed with no armor protection, they are persistent but easy target to despatch.

FBI AGENTS

Weaponry: Pistol
Armor: None

The FBI is the principal investigative arm of the United States Department of Justice. It has the authority and responsibility to investigate specific crimes assigned to it. The FBI also is authorized to provide other law enforcement agencies with cooperative



services, such as fingerprint identification, laboratory examinations, and police training.

These agents normally wear suits and carry standard issue side arms. They appear as individuals or small groups. Appearance - Sunglasses, radio earpieces and mobiles - they can call for reinforcements.



SWAT TEAM TROOPER

Weaponry: Semi-Automatic Shotgun

Armor: Load Bearing Tactical Vest

SWAT is an acronym for Special Weapons And Tactics. The SWAT unit responds to barricaded suspect situations and other crisis operations requiring specialized training, tactics, and equipment. They are moderately armed and lightly armored.



SWAT TEAM ELEMENT LEADER

Weaponry: Heckler and Koch 9mm MP5 Submachine Gun

Armor: Load Bearing Tactical Vest, ballistic helmet & Rectangular Ballistic Shield

Heavily armored and moderately armed, these organized police units are much harder to kill than the standard SWAT Team Trooper. The Element Leader is often the most experienced member of the assault team, with a thorough understanding of all team positions. Because the Element Leader directs the tactical deployment of the team, he or she must have the ability to make quick, effective decisions under pressure.

NSA OPERATIVE

Weaponry: Heckler & Koch 4.7mm G11 case less rifle with IR laser targeting scope

Armor: General purpose flak jacket

The National Security Agency (NSA) is one of the most secret (and secretive) members of the U.S. intelligence community. These are covert, high-tech warriors working individually as agents. They



operate stealth fully and silently, appearing as a surprise or sniping from covered positions. They are heavily armed, although poorly armored, and are fanatical, making them dangerous opponents.

ROGUE NSA OPERATIVE

Weaponry: 40mm Grenade Launcher

Armor: Unknown Government Prototype. Very Tough.

Strange looking operatives that function on the fringes of society. They employ unconventional attack methods, weapons and appearance. Dirty fighters, with rumours of genetic modification, they are employed by the NSA in much the same way as Sever. Heavily armed and very heavily armored.



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